

UniWars

HOW TO PLAY



1. The movement of the Space Ship is controlled by the lever, and enemy attackers are shot by its fire power.



2. When space combat ends, ground combat starts after WARP.



3. Caution must be paid in moving player's Space Ship as the Spy Alien underground can demolish their Ship by firing its electronic Spear.



4. Only a direct hit in the lower part opening can destroy the Rolling Fire.



5. When Killer King is exploded, the Spy Alien disappears.

SCORING SYSTEM



Super Mosquito
20 points



Hovering Attacker
30 points



Devil Fly
40 points



Rolling Fire
50 points



Spy Alien
100 points



Killer King
80 points

A Space Ship is added when the score reaches 4,000 (5,000, 7,000) points.

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